

Why Jenny can't share the content with Jane?

- Content Security in P2P

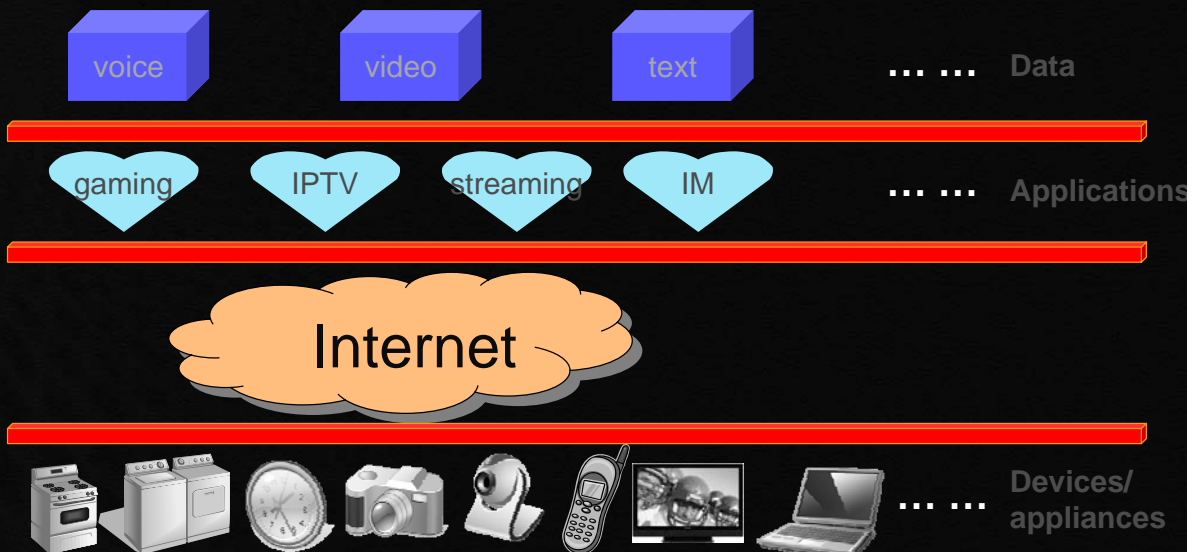
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Future of Networked Home

◆ A vision



The World of Content Sharing

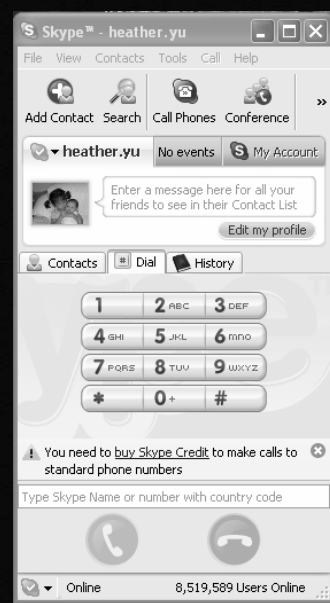
- ◆ Napster made its debut in 1999
- ◆ P2P content sharing became immensely popular
 - 200million users downloading sw using KaZaA
 - >5million BitTorrent population
 - ~ 10million Gnutella, FastTrack, eDonkey
 - 50%-75% Internet traffic

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Skype

- ◆ Oct. 2006
 - 135,900,000 world wide
 - 21,744,000 in US
 - Total revenue \$50million in last quarter of 2006
 - 6.6 billion skype-to-skype minutes
 - 1.1 billion skype-out minutes



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P2P Overlay Multicast and Streaming



◆ PPLive

- 12/2004, created at Huazhong Univ. of Science and Tech., China
- “P2P television network”
- Largest live multimedia streaming system in the world
- 12/2005, 20million downloads
- 400,000 aggregated users/day
- 1 overlay/channel; 400+ channels; thousands of peers/channel at peak
- 200,000 peers at Chinese New Year2006

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Why Is It So Popular

- ◆ “Free” content
- ◆ Opportunity for high availability and scalability
 - Provide user ability to locate and obtain a wide variety of content
- ➔ *Fueled academic research*

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What's Against P2P

- ◆ Low and asymmetric bandwidth
 - ADSL - 1.4Mbps down, 400Kbps up
 - Cable modems - 1.5-3Mbps down, 400-600Kbps up
- ◆ Best effort service insufficient for most applications
- ◆ Lack of interoperability
- ◆ Law suits against service provider and users
- ◆ Lack of trust, security, DRM mechanisms

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Skype

- ◆ Hybrid
 - Supernode & ordinary node
- ◆ Privacy
 - Specify privacy level – only allow calls from contact list
- ◆ Virus, worm, spyware, fishing,
- No protection
- ◆ Firewalls
 - Allow calls to go through firewall
- ◆ Skype central server issue Digital Certificate based on user name and password
 - Establish identity
- ◆ Skype messages encrypted end-to-end

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Content security is not just a
technology problem

Lawsuit, lawsuit, lawsuit



Outline

◀ P2P Content Security Open Problems



◀ P2P Content Security in OM



◀ How to Win the Game in the P2P War

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P2P Content Security

Security – a Barrier to P2P Adoption

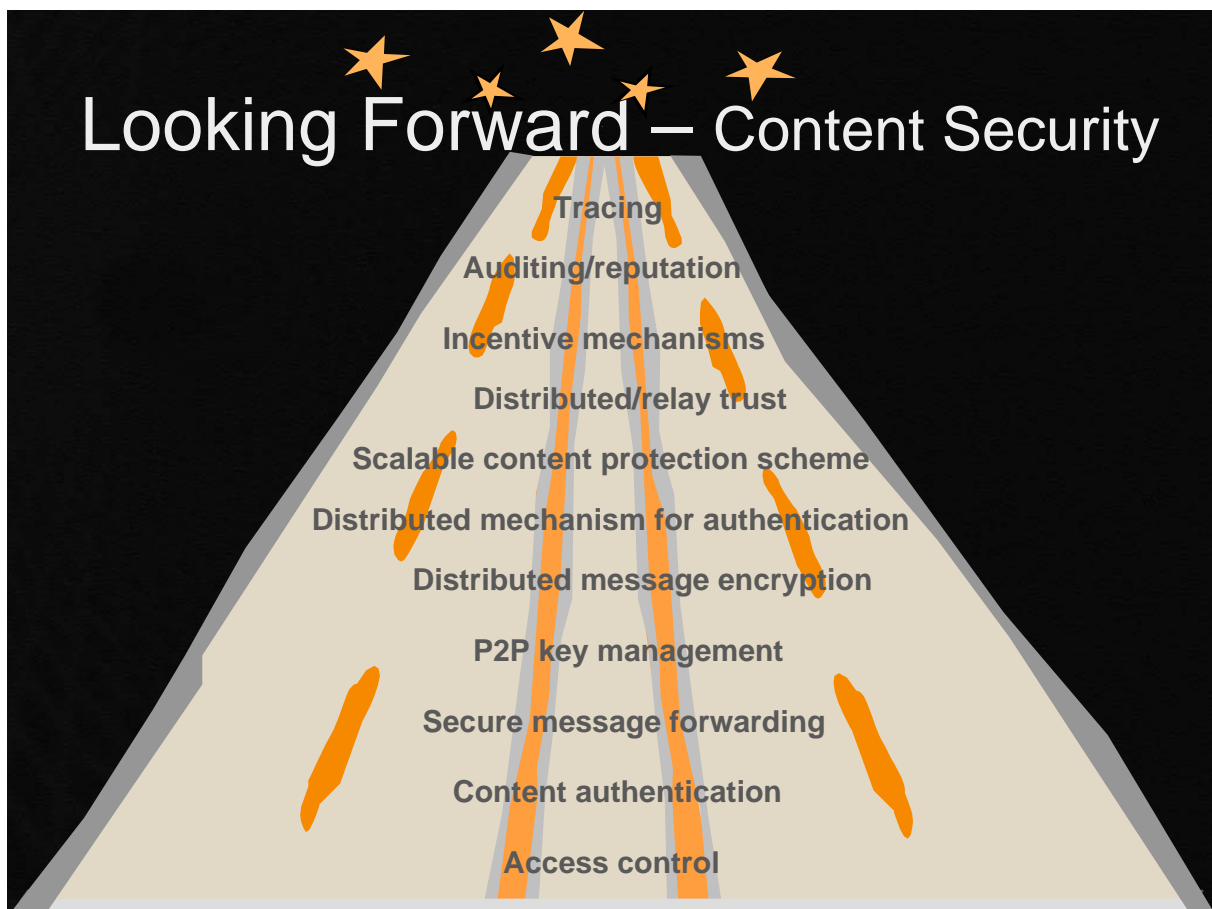
◆ The downside

- Distributed in nature, wide availability of replicated objects
- Exposed to network poison, distributed viruses worms, Trojan horses, or spyware
- Existing client-server based security tech. does not apply to p2p
- Hard to make those with different security systems on different platforms and etc. to interoperate
- When go through firewall to public net, security and privacy issues go up several orders of magnitude
- Fairness issues in resource sharing
- 'Free' content distribution, 'free' malicious/fake content
- Hijacking of queries, denial of service
- Trust and privacy issues

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Looking Forward – Content Security



The Hopeful

◆ The upside

- information is distributed
 - no convenient point of attack for intruders
- Smaller damage of DoS attack

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P2P Content Security in OM
- Secure Message Forwarding

Attacks and Anti-attacks

◆ Goals of Attacks

- Stole data/false data forwarding
- Traffic analysis
- Resource abuse/manipulation by selfish peer

◆ Network → overlay → application layer

- Secure overlay routing
- Best-effort service → malicious peers many opp. to corrupt content/P2P communications at overlay
 - Sybil attack, node ID attack, routing table attacks, DoS, overlay partition attacks, data placement attack, **message forwarding attack**, traffic analysis, unmerited resource sharing ... – overlay level attack
- Ensure integrity and authenticity of data
 - Network poisoning, returning false data to query – application level attack

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Stole Content via NodeID Attack

◆ To obtain a specific nodeID

- Max probability to be closer to an object/content
- Mediate victim's access to content/censor content object

◆ Straightforward anti-attack mechanism

- Centralized certificate authority
- ? How to assign random nodeIDs securely w/o centralized authority

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False Content via Message Forwarding Attacks

◆ Attacks

- Network poison
- Query hijacking
- Message hijacking
- On the road message swapping

◆ Secure message forwarding

- Ensure at least one copy of a message sent to a key(peer) reaches the correct peer with high probability

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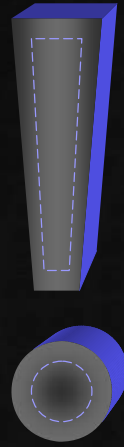
Secure Message Forwarding

◆ Previous art

- Failure testing
- Replicated messaging through multiple routes
- Random route
- Real time constraint, cost

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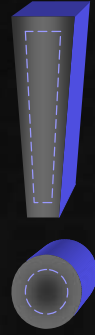
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P2P will play a key role in next-gen
networks & business applications



How can we make it possible for Jenny
to share the content w/ Jane
in a way that is easy and convenient



Protect content w/o hijacking user convenience

- Jenney will be able to share the content w/ Jane!

The Possibilities, Diff. Approach?



- ◆ Can security be improved by ?



- ◆ Can we ?

THANK YOU

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